

## EAST Search History

## EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	2	"US 20080287175"	US-PGPUB; USPAT; USOCR; DERWENT	ADJ	OFF	2010/03/02 22:03
S2	248	"463"/\$.ccls. and captur\$3 with character	US-PGPUB; USPAT; USOCR; DERWENT	ADJ	ON	2010/04/05 19:04
S3	18	"463"/\$.ccls. and captur\$3 with character same (defeat \$3 or surrender\$3)	US-PGPUB; USPAT; USOCR; DERWENT	ADJ	ON	2010/04/05 19:05
S4	14	"463"/\$.ccls. and surrender\$3 with character	US-PGPUB; USPAT; USOCR; DERWENT	ADJ	ON	2010/04/05 19:10
S5	2	"463"/\$.ccls. and defeat\$3 with character with keep\$3	US-PGPUB; USPAT; USOCR; DERWENT	ADJ	ON	2010/04/05 19:10
S6	38	("4180805"   "5065414"   "5265888"   "5267734"   "5370399"   "5390937"   "5498002"   "5645513"   "5649862"   "5746656"   "5807174"   "5810665"   "5833536"   "5833540"   "5855512"   "5885156"   "5935003"   "5947868"   "5956685"   "5999622"   "6022274"   "6039648"   "6115036"   "6117009"	US-PGPUB; USPAT; USOCR	ADJ	OFF	2010/04/05 19:11

		"RE34728"   "RE36675").PN. OR ("6595858").URPN.				
S7	24	"463"/\$.ccls. and battle with captur\$3	US-PGPUB; USPAT; USOCR; DERWENT	ADJ	ON	2010/04/05 19:12
S8	1	"20030045359".pn.	US-PGPUB; USPAT	ADJ	OFF	2010/04/06 13:50
S9	81	battle and (capture or keep or give up or win) with (character or opponent or enemy) with (defeat\$3 or los \$3)	US-PGPUB; USPAT	ADJ	ON	2010/04/06 13:51
S10	39	(battl\$3 or fight\$3) and (captur\$3 or keep \$3 or give up) with (character or opponent or enemy) with (defeat\$3 or los \$3)	US-PGPUB; USPAT	ADJ	ON	2010/04/06 14:28
S11	23	S10 not S9	US-PGPUB; USPAT	ADJ	ON	2010/04/06 14:28
S12	90	pokemon and captur \$3	US-PGPUB; USPAT	ADJ	ON	2010/04/06 14:33
S13	63	(battl\$3 or fight\$3 or versus) and (add\$3) with (character or opponent or enemy) with (defeat\$3 or los \$3)	US-PGPUB; USPAT	ADJ	ON	2010/04/06 15:36
S14	112	timothy with harris.in.	US-PGPUB; USPAT	ADJ	OFF	2010/04/06 18:22
S16	29	S14 and captur\$3	US-PGPUB; USPAT	ADJ	OFF	2010/04/06 18:23
S17	3233	"463"/\$.ccls. and captur\$3	US-PGPUB; USPAT	ADJ	OFF	2010/04/06 18:25
S18	25	"463"/\$.ccls. and captur\$3 with defeat \$3	US-PGPUB; USPAT	ADJ	OFF	2010/04/06 18:26
S19	306	captur\$3 with defeat \$3	US-PGPUB; USPAT	ADJ	OFF	2010/04/06 18:26

S20	876	("463".clas. or "273".clas. or "434".clas. or "473"".clas") and (defeat\$3 or loss\$3) same ((giv\$3 adj2 up) or surrender\$3 or captur\$3 or keep\$3)	US-PGPUB; USPAT	ADJ	ON	2010/04/07 12:00
S21	81	battle and (capture or keep or give up or win) with (character or opponent or enemy) with (defeat\$3 or los\$3)	US-PGPUB; USPAT	ADJ	ON	2010/04/07 12:01
S22	39	(battl\$3 or fight\$3) and (captur\$3 or keep\$3 or give up) with (character or opponent or enemy) with (defeat\$3 or los\$3)	US-PGPUB; USPAT	ADJ	ON	2010/04/07 12:01
S23	23	S22 not S21	US-PGPUB; USPAT	ADJ	ON	2010/04/07 12:01
S24	90	pokemon and captur\$3	US-PGPUB; USPAT	ADJ	ON	2010/04/07 12:01
S25	112	timothy with harris.in.	US-PGPUB; USPAT	ADJ	OFF	2010/04/07 12:01
S26	29	S25 and captur\$3	US-PGPUB; USPAT	ADJ	OFF	2010/04/07 12:01
S27	25	"463"/\$.ccls. and captur\$3 with defeat\$3	US-PGPUB; USPAT	ADJ	OFF	2010/04/07 12:01
S28	825	S20 not (S21 or S22 or S23 or S24 or S26 or S27)	US-PGPUB; USPAT	ADJ	ON	2010/04/07 12:01
S29	483	S28 and (network or server)	US-PGPUB; USPAT	ADJ	ON	2010/04/07 12:02
S30	286	("463".clas. or "273".clas. or "434".clas. or "473"".clas") and (defeat\$3 or loss\$3) same ((giv\$3 adj2 up) or surrender\$3 or captur\$3)	US-PGPUB; USPAT	ADJ	ON	2010/04/07 12:14
S31	246	S30 not (S21 or S22 or S23 or S24 or S26 or S27)	US-PGPUB; USPAT	ADJ	ON	2010/04/07 12:15

S32	3303	(competition or compet\$3) and captur\$3 with (object or player or character)	US-PGPUB; USPAT	ADJ	ON	2010/04/09 16:24
S33	764	("463".clas. or "273". clas.) and (competition or compet\$3) and captur\$3 with (object or player or character)	US-PGPUB; USPAT	ADJ	ON	2010/04/09 16:27
S34	171	("463".clas. or "273". clas.) and (object or player or character) with remain\$3 with use	US-PGPUB; USPAT	ADJ	ON	2010/04/12 14:48
S35	95	("463".clas. or "273". clas.) and character with (expir\$3 or expiration)	US-PGPUB; USPAT	ADJ	ON	2010/04/12 14:51
S36	114	("463".clas. or "273". clas.) and (object or player or character) with number adj3 use	US-PGPUB; USPAT	ADJ	ON	2010/04/12 14:54
S37	9	("463".clas. or "273". clas.) and character with number adj3 use	US-PGPUB; USPAT	ADJ	ON	2010/04/12 14:56
S38	9	("463".clas. or "273". clas.) and character with remain\$3 with use	US-PGPUB; USPAT	ADJ	ON	2010/04/12 14:57
S39	175	("463".clas. or "273". clas.) and (player or character) with life with level	US-PGPUB; USPAT	ADJ	ON	2010/04/12 15:51
S40	16	("463".clas. or "273". clas.) and (player or character) with life adj2 level	US-PGPUB; USPAT	ADJ	ON	2010/04/12 15:52
S41	7972	("463".clas. or "273". clas.) and (player or character) with level	US-PGPUB; USPAT	ADJ	ON	2010/04/12 18:06
S42	176	("463".clas. or "273". clas.) and (player or character) with life with remain\$3	US-PGPUB; USPAT	ADJ	ON	2010/04/12 18:07
S43	169	"463"/\$.ccls. and battl \$3 same (network or server)	US-PGPUB; USPAT	ADJ	OFF	2010/04/13 16:19

S44	67	"463"/\$.ccls. and battl \$3 same character same (network or server)	US-PGPUB; USPAT	ADJ	OFF	2010/04/13 16:23
S45	21	"463"/\$.ccls. and battl \$3 same character same (health or life or level) same (network or server)	US-PGPUB; USPAT	ADJ	OFF	2010/04/13 16:26
S46	163	"463"/\$.ccls. and battl \$3 same character same (health or life or level) and (network or server)	US-PGPUB; USPAT	ADJ	OFF	2010/04/13 16:30

### EAST Search History (Interference)

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**4/ 14/ 2010 3:50:01 PM**

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